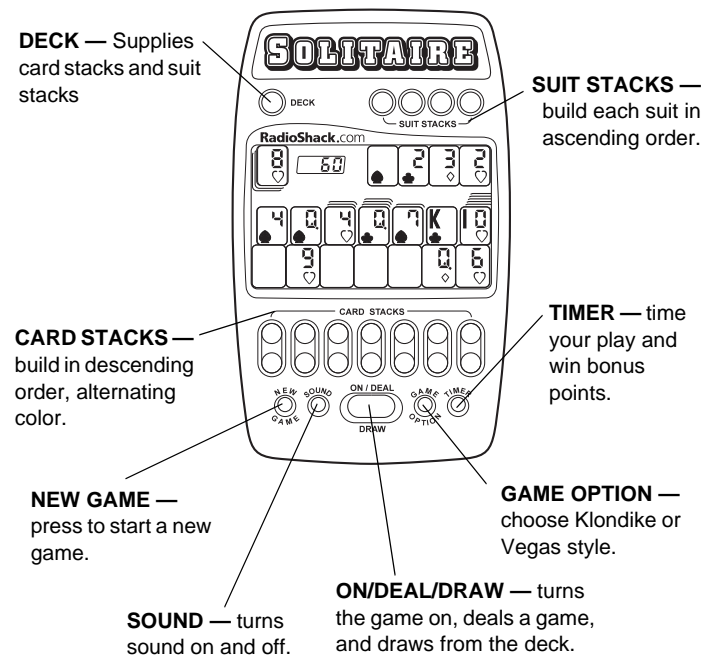


Solitaire

OWNER'S MANUAL — Please read before using this equipment.

Your RadioShack Solitaire game provides hours of fun for players of all ages! You can play Klondike or Vegas style, just like real casino solitaire!

A QUICK LOOK AT THE GAME



INSTALLING BATTERIES

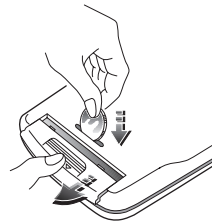
Your Solitaire game requires two AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to use the game for a week or more, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

1. Press a coin or similar object into the slot next to the battery compartment cover to release the lock, and slide the cover in the direction of the arrow.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside. The display lights, music sounds, then **WIN** and **GAME OVER** flash.
3. Replace the cover.



When the display dims, the sound becomes distorted, or the game stops operating properly, remove and reinstall the batteries to reset the game. If the game still does not work properly, replace the batteries.

TURNING THE GAME ON/OFF

To turn on the game, press **ON/DEAL**.

To conserve battery power, the game automatically turns off after about two minutes if you do not press any buttons. To turn the game back on and continue play, press **ON/DEAL** again.

TURNING THE SOUND ON/OFF

The game is preset to sound a tone each time you press a button. To turn the sound off or on at any time, press **SOUND** so a tone sounds.

SETTING THE TIMER

To turn the timer on or off, press **TIMER**. ⌚ appears when the timer is on.

The timer begins counting when you move the first card of a game. If you do not play quickly, you may lose points between moves, depending on which style of game you play. If you win the game, you may receive a bonus based on how fast you won (see "Scoring" on Page 6).

OBJECT OF THE GAME

The object of this game is to get all 52 cards stacked in ascending order, from Ace to King, in the suit stacks. To start the game, seven stacks of cards are dealt across the display with the top card of each stack facing up.

Move the cards from the deck and from other card stacks in descending order and alternating color (white on black). If you have an empty stack, move a King from the deck or from another card stacks into that position. Uncover as many cards as possible in the card stacks.

When you cannot move any cards, draw cards from the deck to the lower card stacks. Start the suit stacks with an Ace of each suit. Build on the suit stacks in ascending order with cards from either the deck or the card stacks.

PLAYING THE GAME

1. Press **ON/DEAL** to turn on the game. To start a new game, press **NEW GAME**.
2. Press **GAME OPTION** to toggle between Klondike Solitaire or Vegas-Style Solitaire and select the game. (See "Scoring" on Page 6 for the differences between the two game styles.)
3. To deal a new game, press **ON/DEAL**.
4. Press **TIMER** to turn the timer on or off, as desired. (You cannot turn the timer on or off after you have moved the first card of a game.)
5. *To move a card from the card stacks*, press the **CARD STACKS** button beneath the card you want to move. The card

flashes. Then press a **CARD STACKS** or **SUIT STACKS** button to move the card to that position.

To move an entire stack of cards, press the top **CARD STACKS** button beneath the stack you want to move. The entire stack flashes. Then press a **CARD STACKS** button to move the stack to that position.

To move the lowest card on a stack, press the bottom **CARD STACKS** buttons beneath the card you want to move. The card flashes. Then press a **CARD STACKS** or **SUIT STACKS** button to move the card to that position.

To move a card from the deck, press the **DECK** button to move the top **DECK** card. The card flashes. Then press a **CARD STACKS** or **SUIT STACKS** button to move the card to that position.

To move cards from the suit stacks, press the **SUIT STACKS** button beneath the card you want to move. The card flashes. Then press a **CARD STACKS** button to move the card to that position.

Notes:

- To cancel a move and stop a card or card stack from flashing, press the corresponding button a second time.
- If you try to move a card to an incorrect position (a heart on a diamond in a card stack, for example), **INVALID** and the card stack you pressed flash. Press the corresponding **CARD STACKS** button to stop it from flashing.

If you win, **Win** appears and the suit stacks flash.

SCORING

Klondike Solitaire

The game starts with 0 points. Cards are turned over three-at-a-time in the deck each time you press **DRAW**. You can pass through the deck as many times as you like.

Note: When the timer is on, you earn points based on how quickly you win the game. You lose points for not playing the game quickly enough. (See “Setting the Timer” on Page 3.)

Points are awarded or subtracted according to the action:

Points	Action
5	Each card moved from the deck to card stacks.
5	Each face down card turned face up.
10	Each card moved from deck or card stacks to suit stacks.
–15	Each card moved from suit stacks back down to card stacks.
–20	After 3 passes through the deck.
–20	Each pass through the deck after the third pass.

Vegas-Style Solitaire

The game starts with 500 points, and points are accumulated between consecutive games. Cards are turned over one-at-a-time in the deck each time you press **DRAW**. You can only make one pass through the deck. If you try to draw a card after you have passed through the deck, **INVALID** appears.

Points are awarded or subtracted according to the action:

Points	Action
-52	Starting a new game.
5	Each card moved from the deck or card stacks to suit stacks.
-5	Each card moved from suit stacks back down to card stacks.

Note: There is no penalty for time taken between moves when the timer is on. Bonus points are awarded for a win based on how quickly the game is won. (See “Setting the Timer” on Page 3.)

CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the game’s internal components can cause a malfunction and might invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company- owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, crash, collision, impact, violent contact, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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